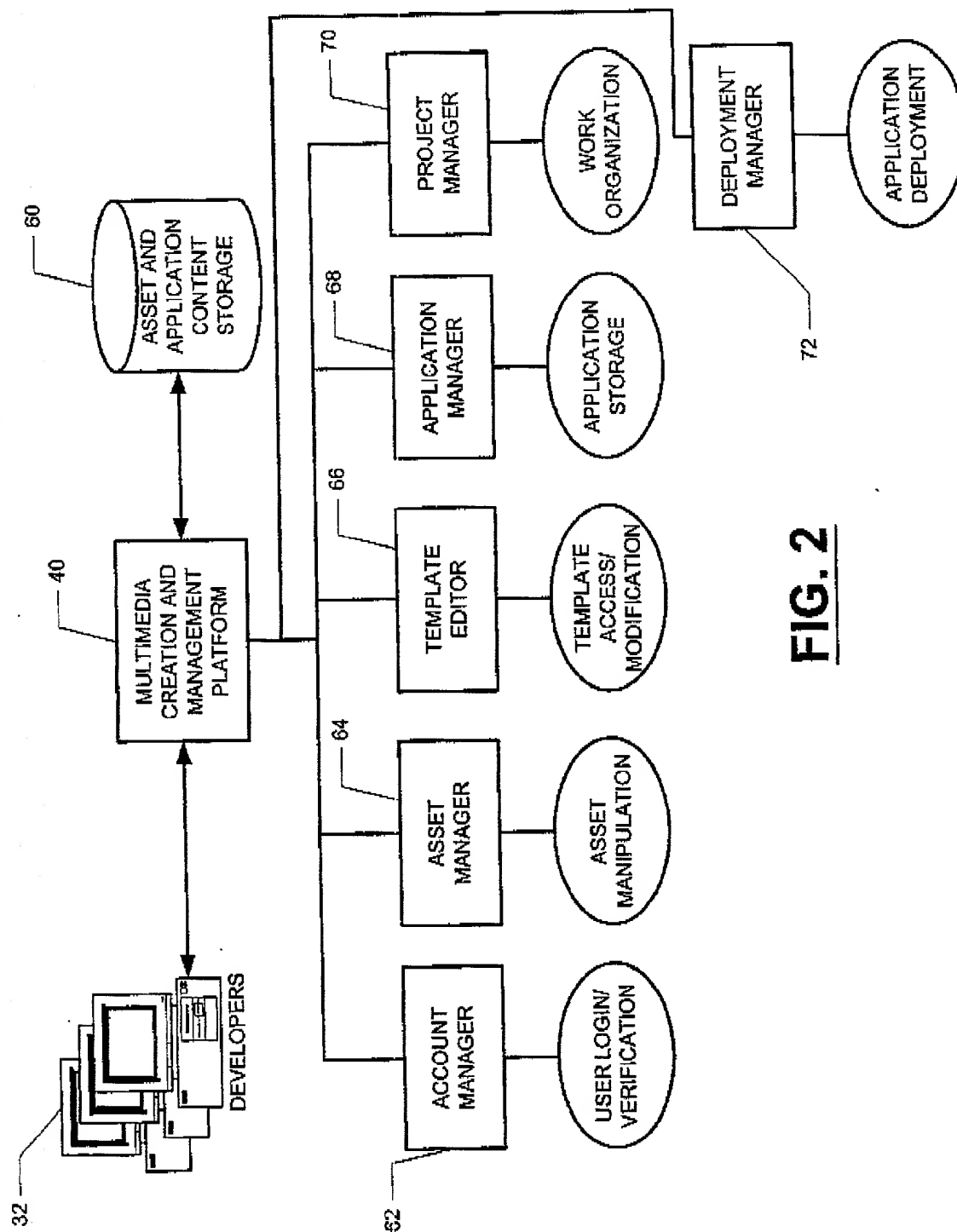
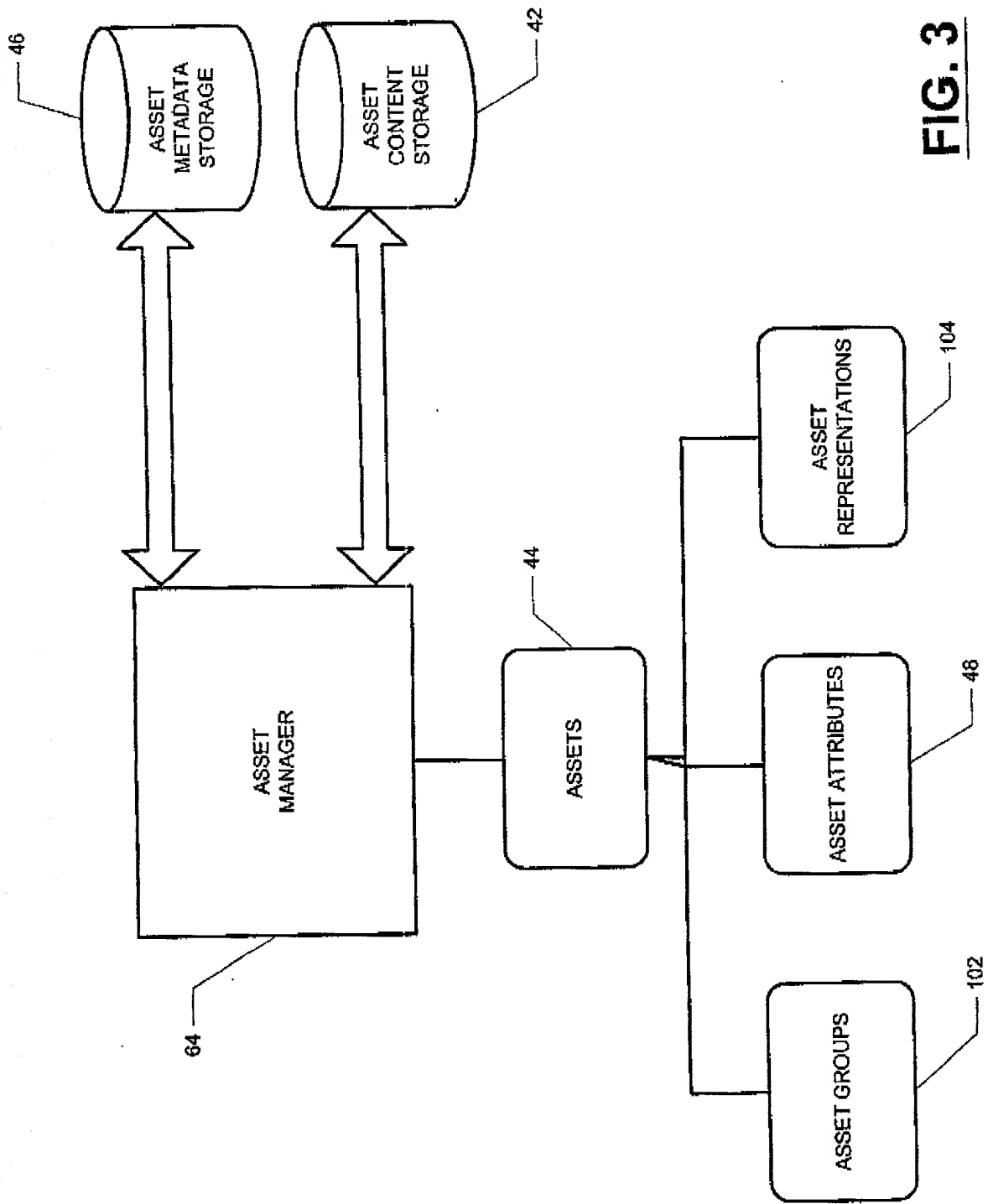
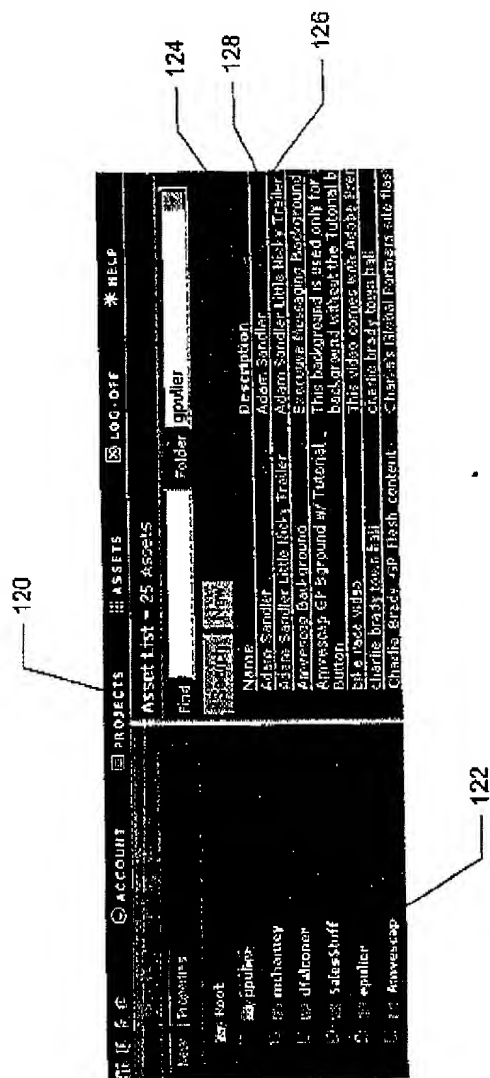


**FIG. 1**





**FIG. 3**



**FIG. 4A**

64

140

142

144

1093

Asset Editor

Asset Information

Current Status

Approved

New Status

Unmanaged asset (PM)

Folder

gaulier

Asset Name

Adam Sandler

URL

Asset Type

Image

Asset Date

11/10/2000

Expiration Date

12/31/2100

Description

Adam Sandler

Keywords

Existing Representations

Type Language

URL (n/a)

Bandwidth

(n/a)

File Type

jpeg image

Remove

FIG. 4B

Entity Editor

Entity Location: /

Entity Name: /dos

Entity Information

Current Users		New Users	
Name	Permissions	User ID	Permissions
Law, Brian	<input type="checkbox"/> Read <input type="checkbox"/> Write <input type="checkbox"/> Delete <input type="checkbox"/> Administrator		<input type="checkbox"/> Read <input type="checkbox"/> Write <input type="checkbox"/> Delete <input type="checkbox"/> Administrator
Public, S/Sgt	<input type="checkbox"/> Read <input type="checkbox"/> Write <input type="checkbox"/> Delete <input type="checkbox"/> Administrator		<input type="checkbox"/> Read <input type="checkbox"/> Write <input type="checkbox"/> Delete <input type="checkbox"/> Administrator
Private, S/Sgt	<input type="checkbox"/> Read <input type="checkbox"/> Write <input type="checkbox"/> Delete <input type="checkbox"/> Administrator		<input type="checkbox"/> Read <input type="checkbox"/> Write <input type="checkbox"/> Delete <input type="checkbox"/> Administrator

Save New Delete

FIG. 4C

11

User Information		New Playlist		Save	Now	Delete
First Name	Musik Video	Type	Video	<input type="button" value="Save"/> <input type="button" value="Now"/> <input type="button" value="Delete"/>	<input type="button" value="Save"/> <input type="button" value="Now"/> <input type="button" value="Delete"/>	<input type="button" value="Save"/> <input type="button" value="Now"/> <input type="button" value="Delete"/>
Last Name	Musik Video	Genre	Video			

**FIG. 4D**

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64

180

User Defined Field Editor

Field Name	Field Type	Field Length	Field Format	Field Options
Album	Text	100		
Album Details	Text	100		
Album Description	Text	100		
Album Price	Text	100		
Album Stock	Text	100		

Save New Delete

**FIG. 4E**



64

192

190

194

Existing Representations			
Type	Language	Bandwidth	File Type
URL	(i/a)	(i/a)	Jpeg Image
Remove			

New Representations			
Type	Language	File	Preview
Image	(i/a)		
Video	(i/a)		
Animation	(i/a)		
Small Thumbnail	(i/a)		
Large Thumbnail	(i/a)		
Original Asset	(i/a)		
Transcript	(i/a)		
Audio Clip	(i/a)		
Document	(i/a)		
Other	(i/a)		
URL	(i/a)		

Asset History			
User	Event	Created	Notes
Admin, GPO	Added	11/11/07	
Admin, GPO	Added	11/11/07	

11/11/07 11:11:07

Save New Delete

FIG. 4F

<b>Format</b>	<b>File Size</b>	<b>Description</b>
<b>BMP</b>	Large	Also known as a <i>bitmap</i> , this is a generic graphics format used by Paintbrush and many other programs.
<b>CGM</b>	Small	Clip-art pictures often come in Computer Graphics Metafile format.
<b>GIF</b>	Small	Picture file format commonly used on the Internet.
<b>JPG</b>	Small	Digital photographs are usually saved as JPEG files. Because of its small size JPEG files are also commonly used on the Internet.
<b>WMF</b>	Small	Another file format used for clip art pictures.
<b>TIF</b>	Large	A file format used by scanners, fax programs, and some drawing programs.

**FIG. 4G**

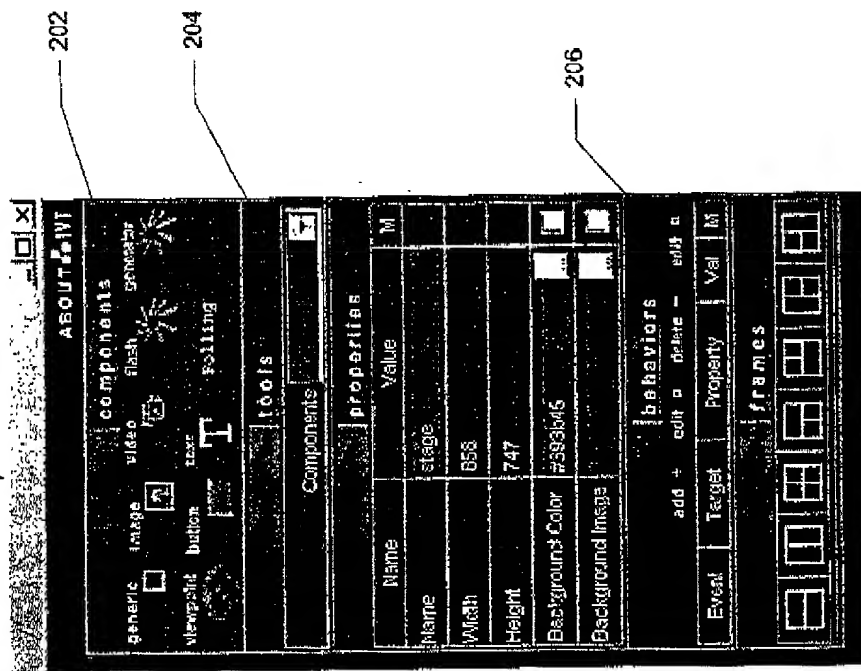
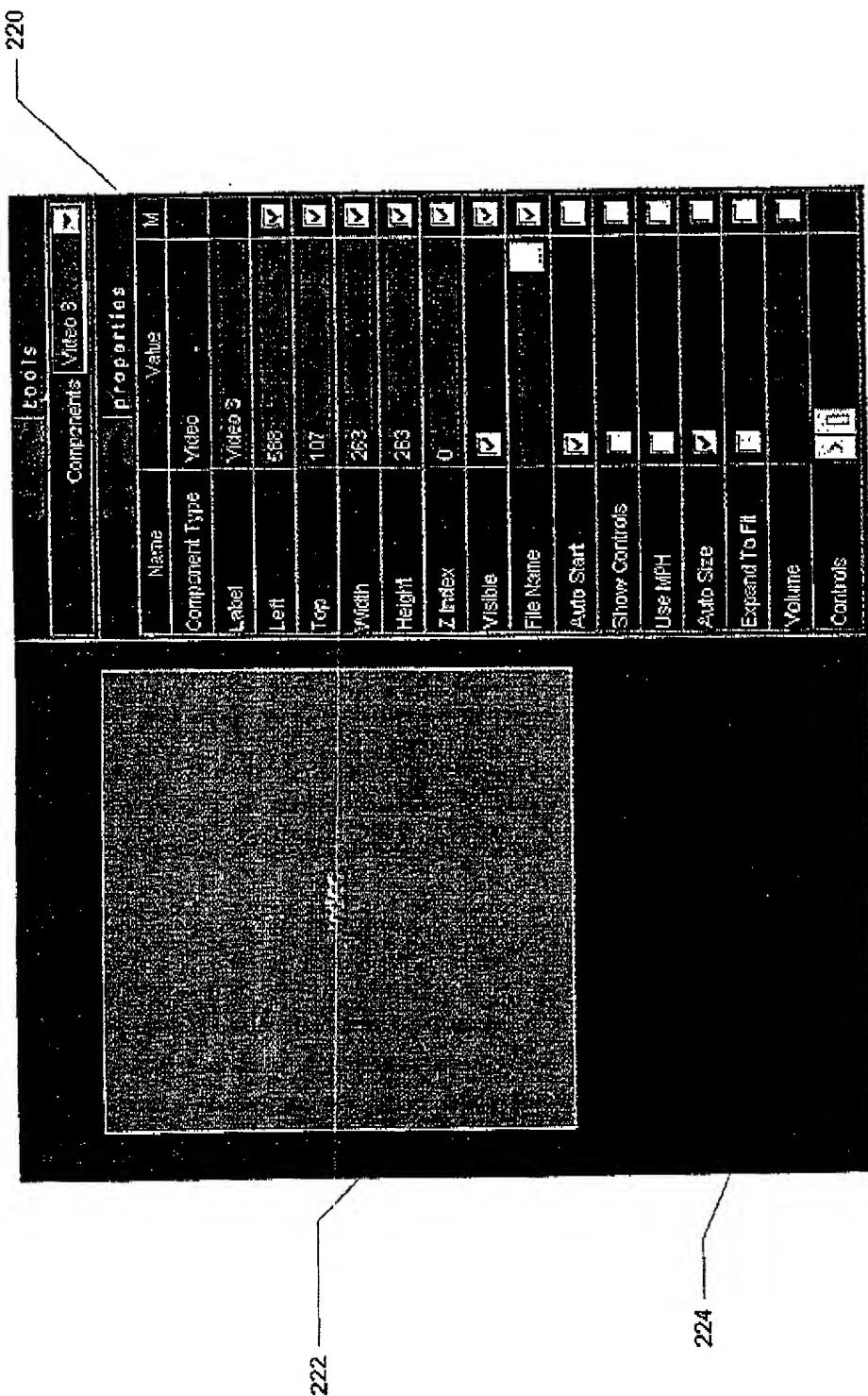


FIG. 5A



**FIG. 5B**

not for distribution outside of the project

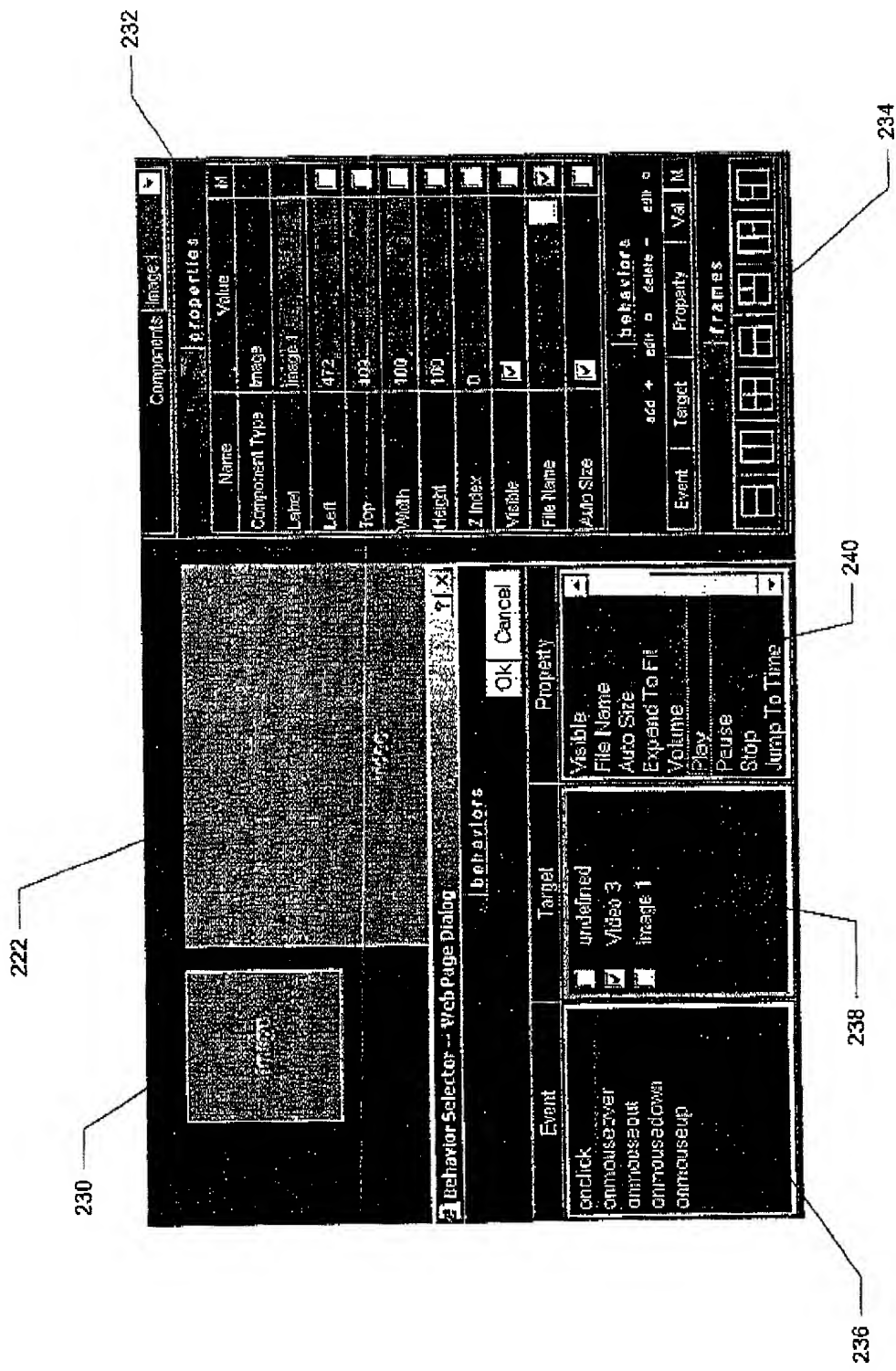
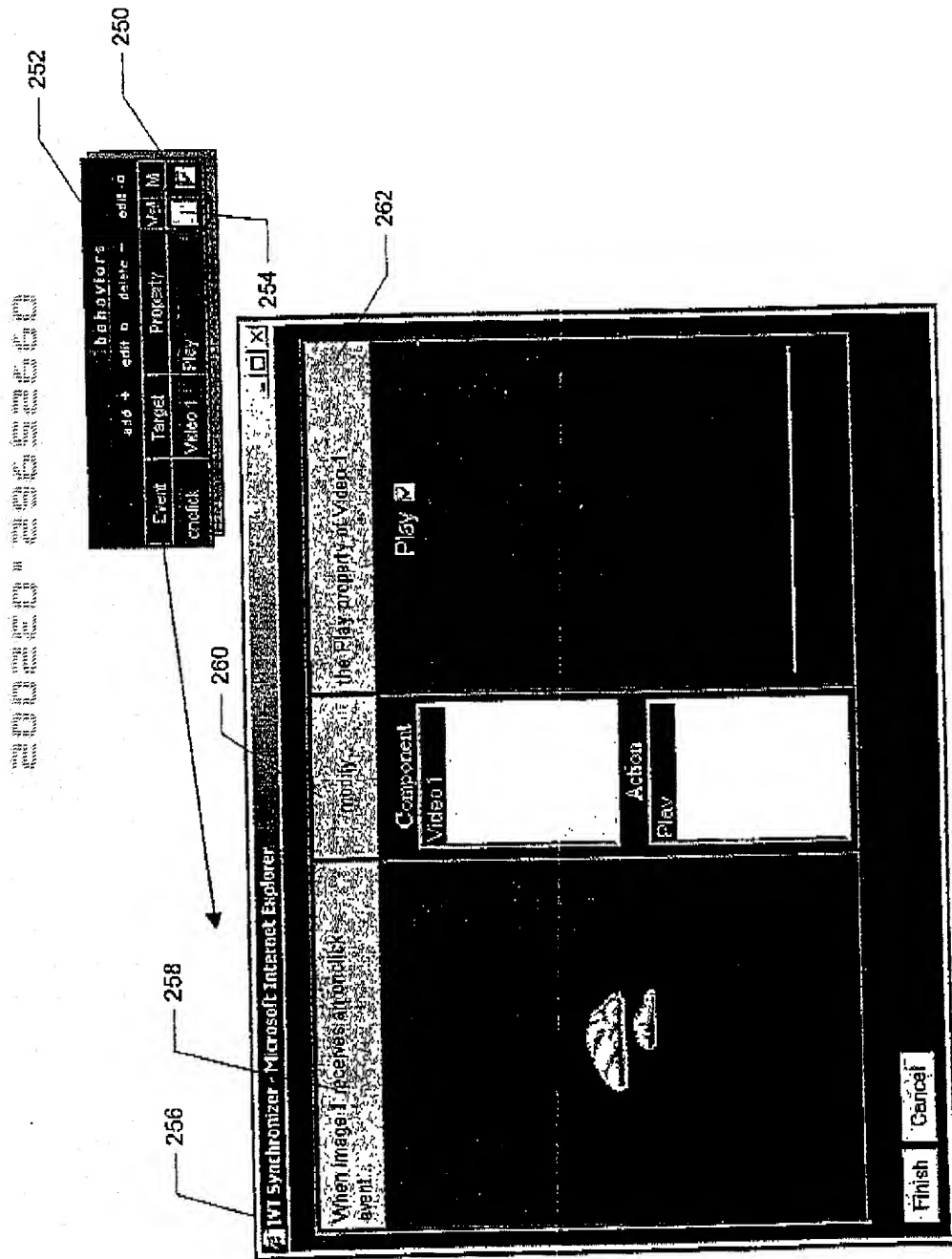


FIG. 5C



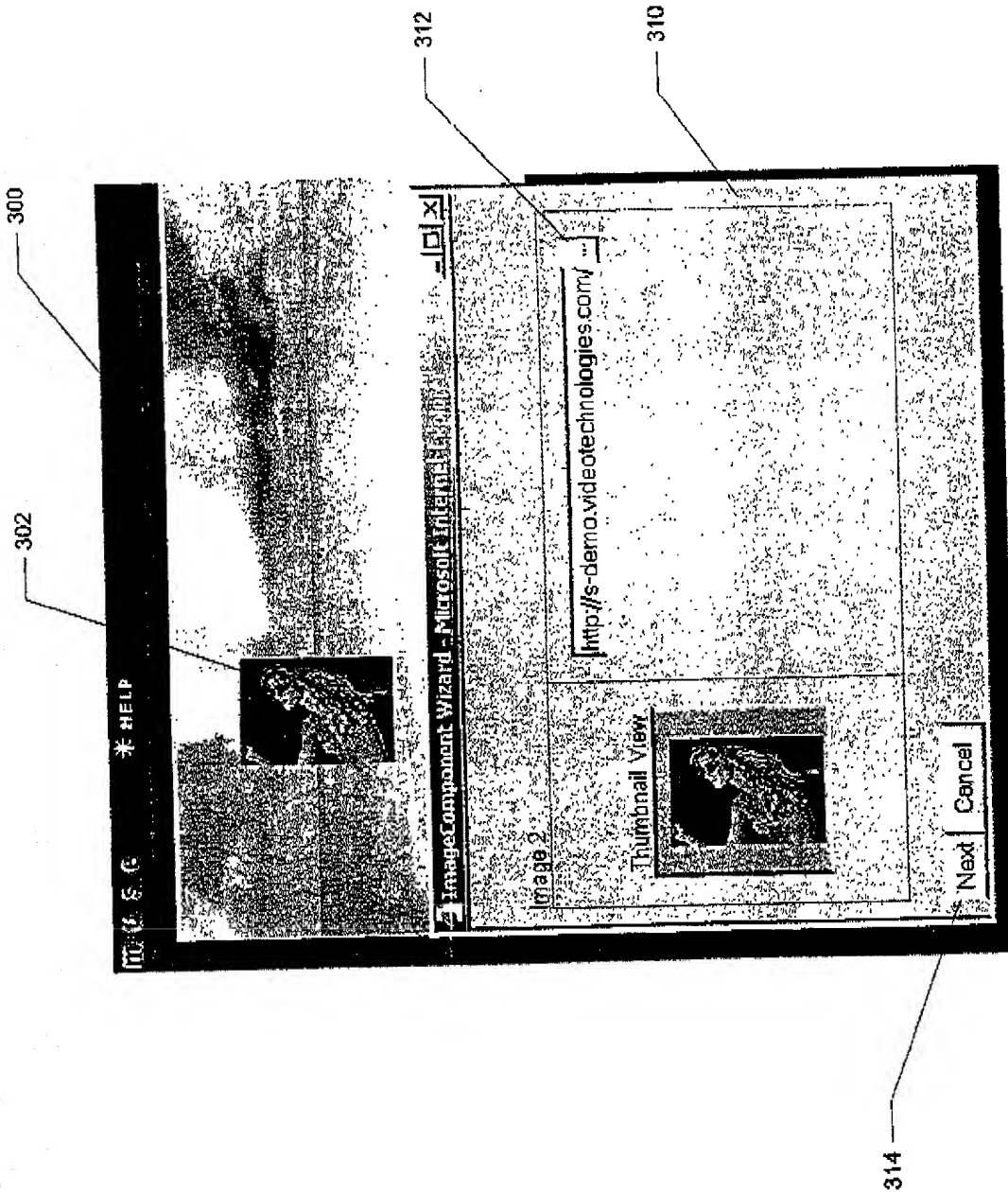
**FIG. 5D**



**FIG. 6A**







**FIG. 6C**

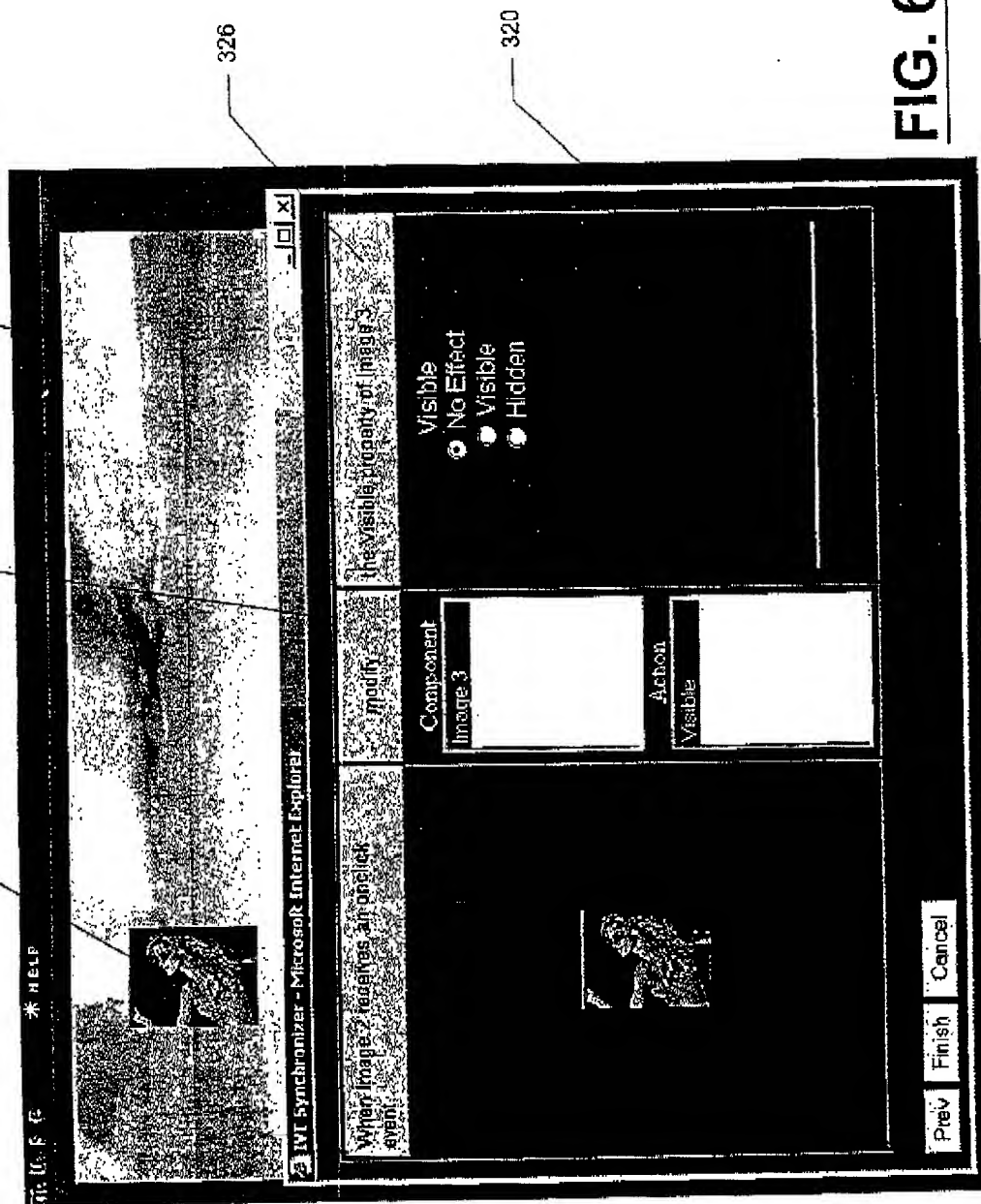
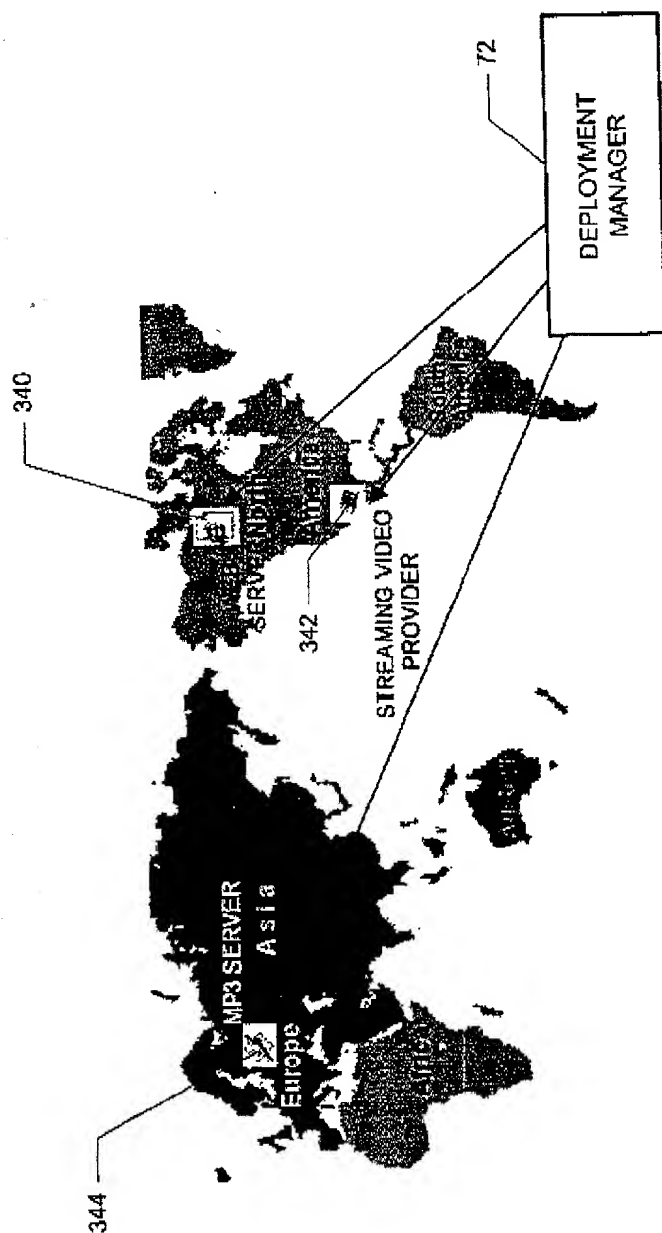


FIG. 6D

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**FIG. 7A**

http://tools.intel.com/DeploymentTools/index.html

Deployable Deployment Name: MyFirstDeployment

File: File Edit View Help

Type	Extensibles	Host Name	Server	User Name	Password	Add Asset Type	Delete Asset Type
VIDEO		WebSite	www.website.com	jason		Add Host	Delete Host
		Uploading Path	http://www.website.com/Deploy				

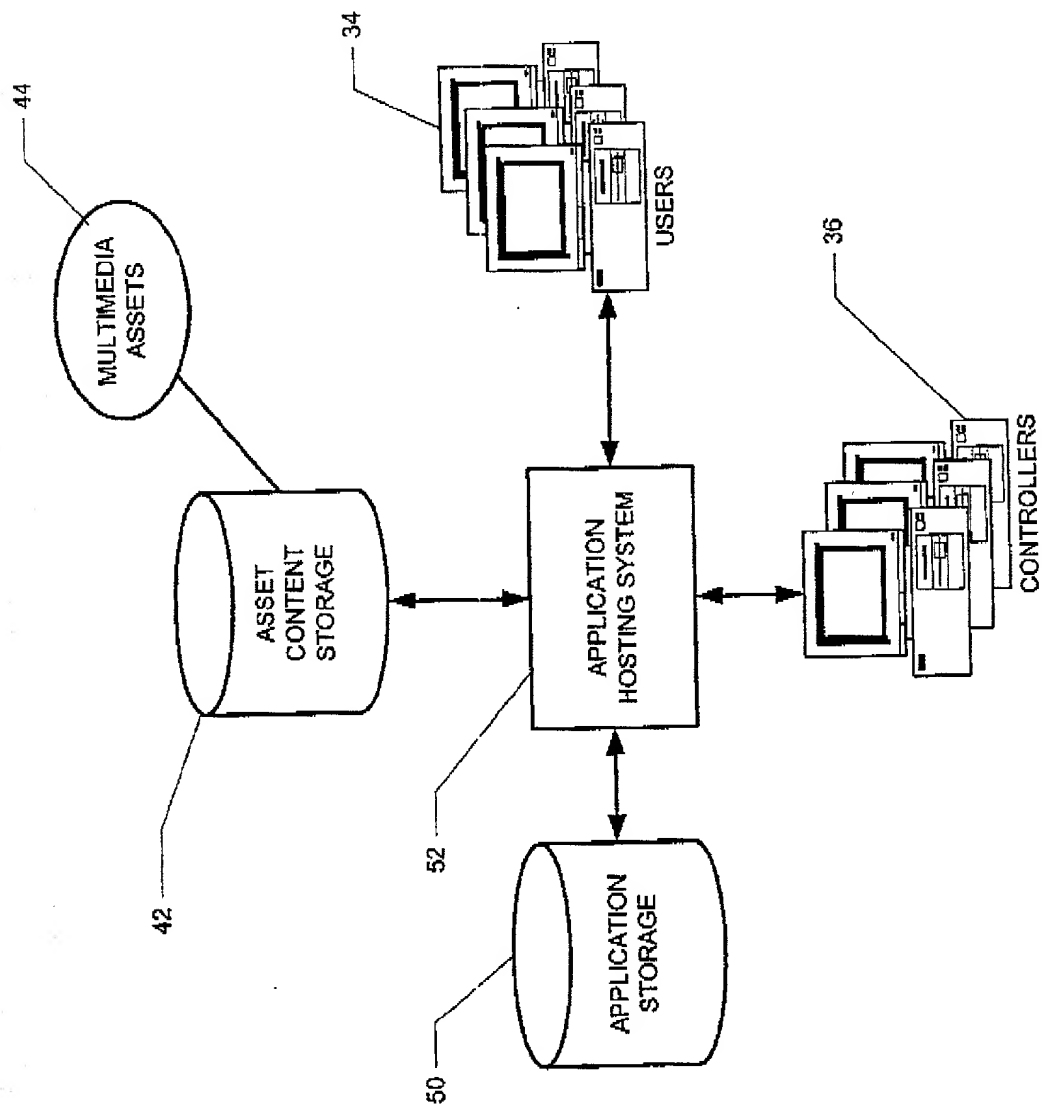
Type	Extensibles	Host Name	Server	User Name	Password	Add Host	Delete Host
IMAGE	ga.jpg	IBEAM	www.ibeam.com	ibeam_account		Add Host	Delete Host
		Uploading Path	http://www.ibeam.com/live/cw				
		Light Path			all.html (optional)		

Type	Extensibles	Host Name	Server	User Name	Password	Add Host	Delete Host
		graphics	www.graphics.com	jason		Add Host	Delete Host
		Uploading Path	/jasonimages/				
		Light Path	http://www.graphics.com/				

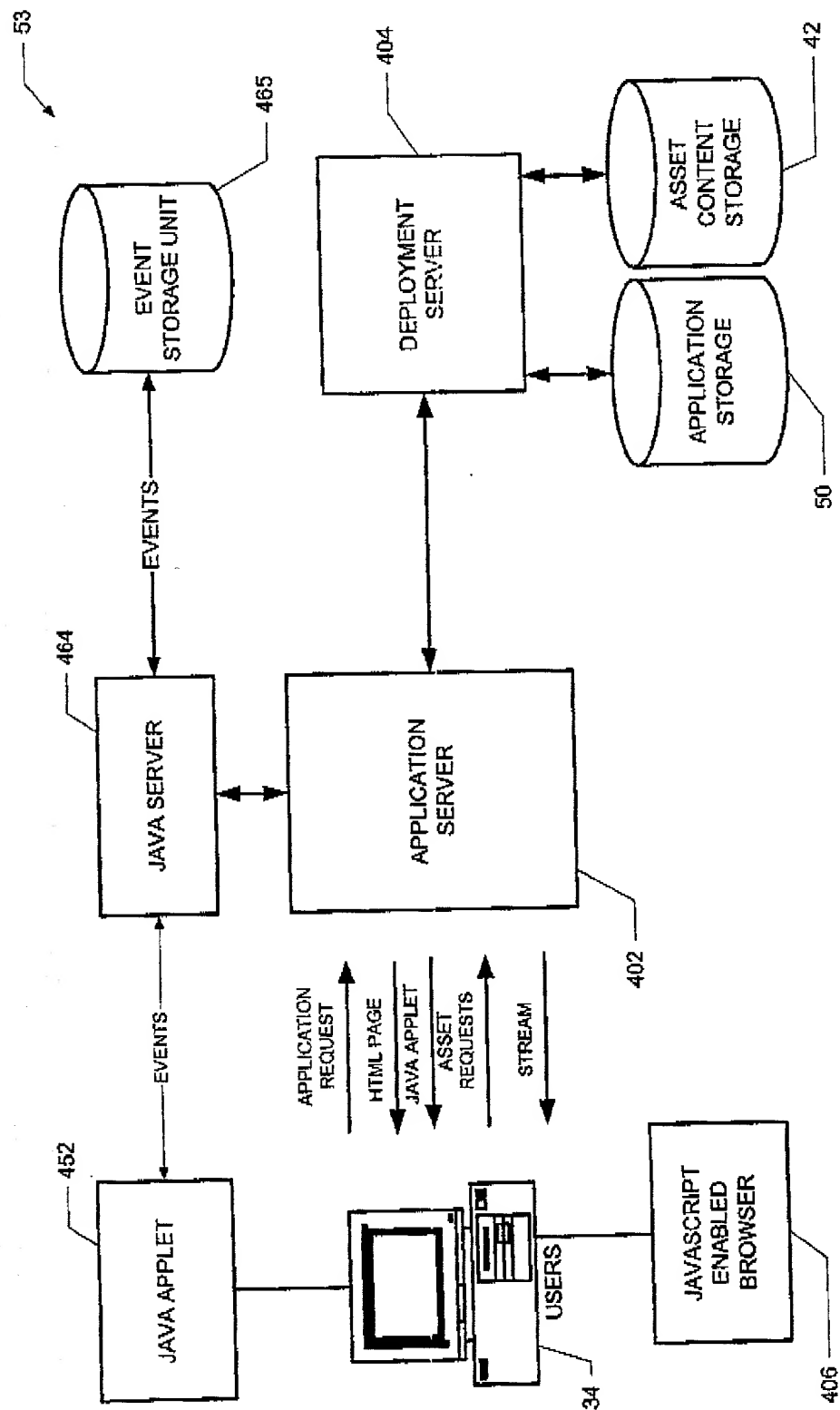
Done Cancel

352 354 356 358 360

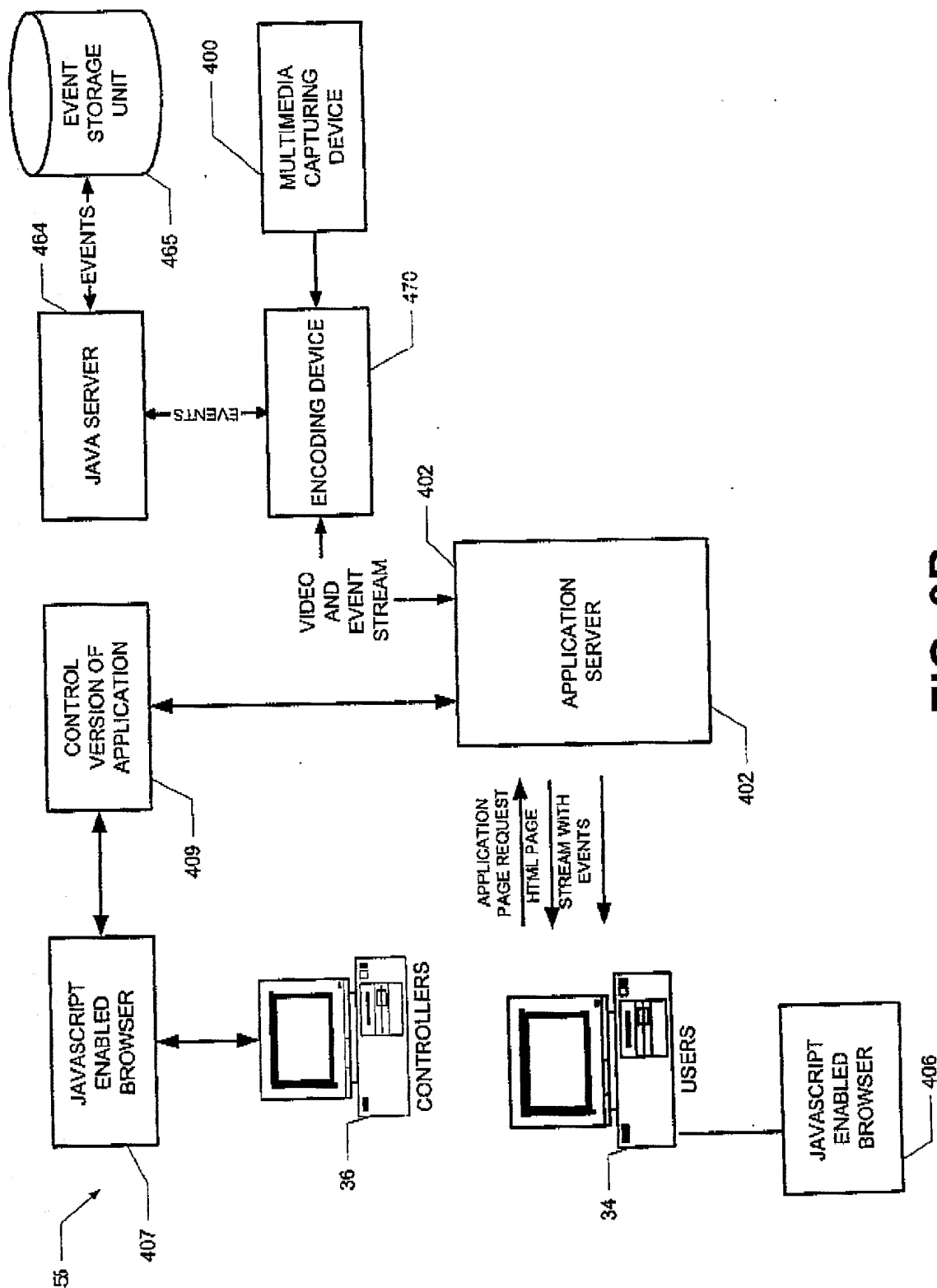
FIG. 7B



**FIG. 8**



**FIG. 9A**



**FIG. 9B**

**Event Handler:**

- If currently stopped, exit now
- If currently paused, exit now
- Get current elapsed time and trigger ontimechange events as necessary
- If total time has elapsed
  - If auto repeat is on, set current time position back to beginning
  - Else stop time component now

**Behaviors that can be fired on the time component:**

**Play:**

- If we are already playing, do nothing
- If we were paused,  $\text{baseTime} = \text{currentTime} + (\text{currentTime} - \text{pausedTime})$
- If we were stopped, send the onbegin event
- Set paused flag to false
- Set started flag to true
- If there was an onplay behavior, call it now

**Pause:**

- If we were already paused or not started, exit now
- Set  $\text{pausedTime} = \text{currentTime}$
- Set paused flag to true
- If there was an onpause behavior, call it now

**Stop:**

- Set started flag to false
- Set paused flag to false
- Set base time to -1
- If there was an onstop behavior, call it now

**JumpToTime:**

- Set  $\text{baseTime} = \text{CurrentTime} - \text{JumpToTime}$
- Call play function

**FIG. 10**



500

START

GENERATE LIVE  
VIDEO AND AUDIO  
SIGNAL

502

DIGITIZE VIDEO AND  
AUDIO SIGNAL

504

ENCODE DIGITAL  
SIGNAL

506

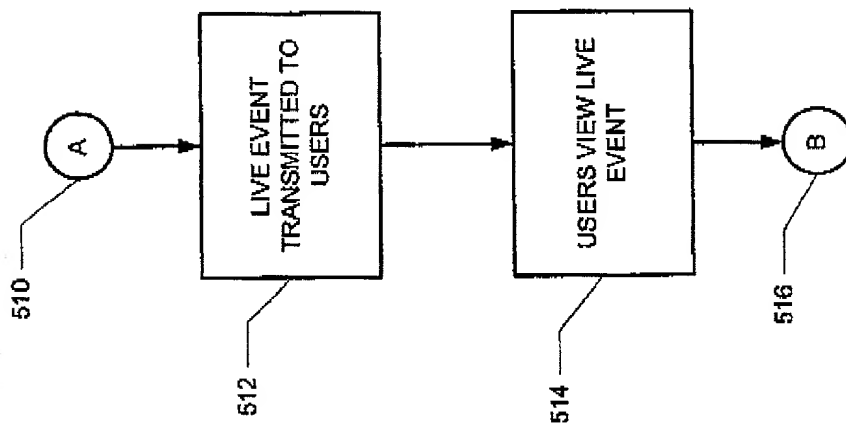
USERS REQUEST  
APPLICATION TO  
VIEW LIVE EVENT

508

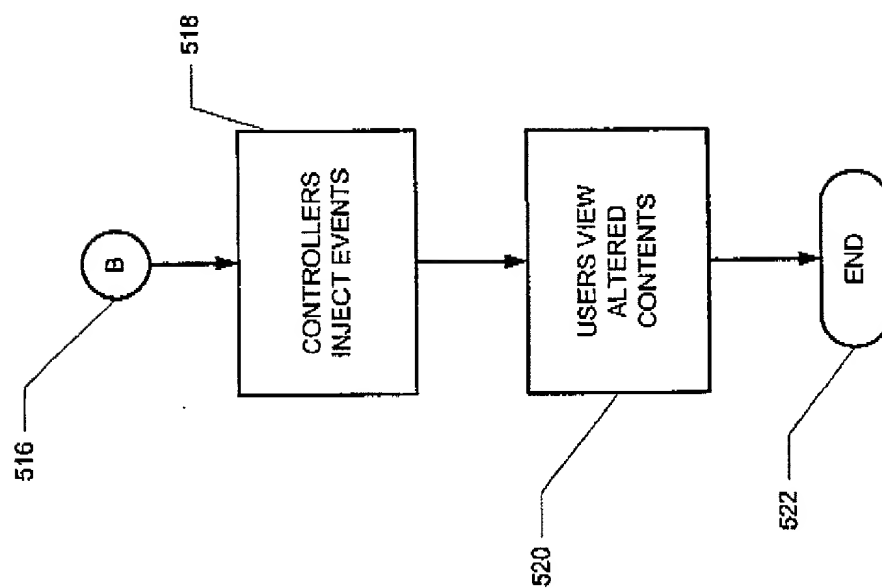
A

510

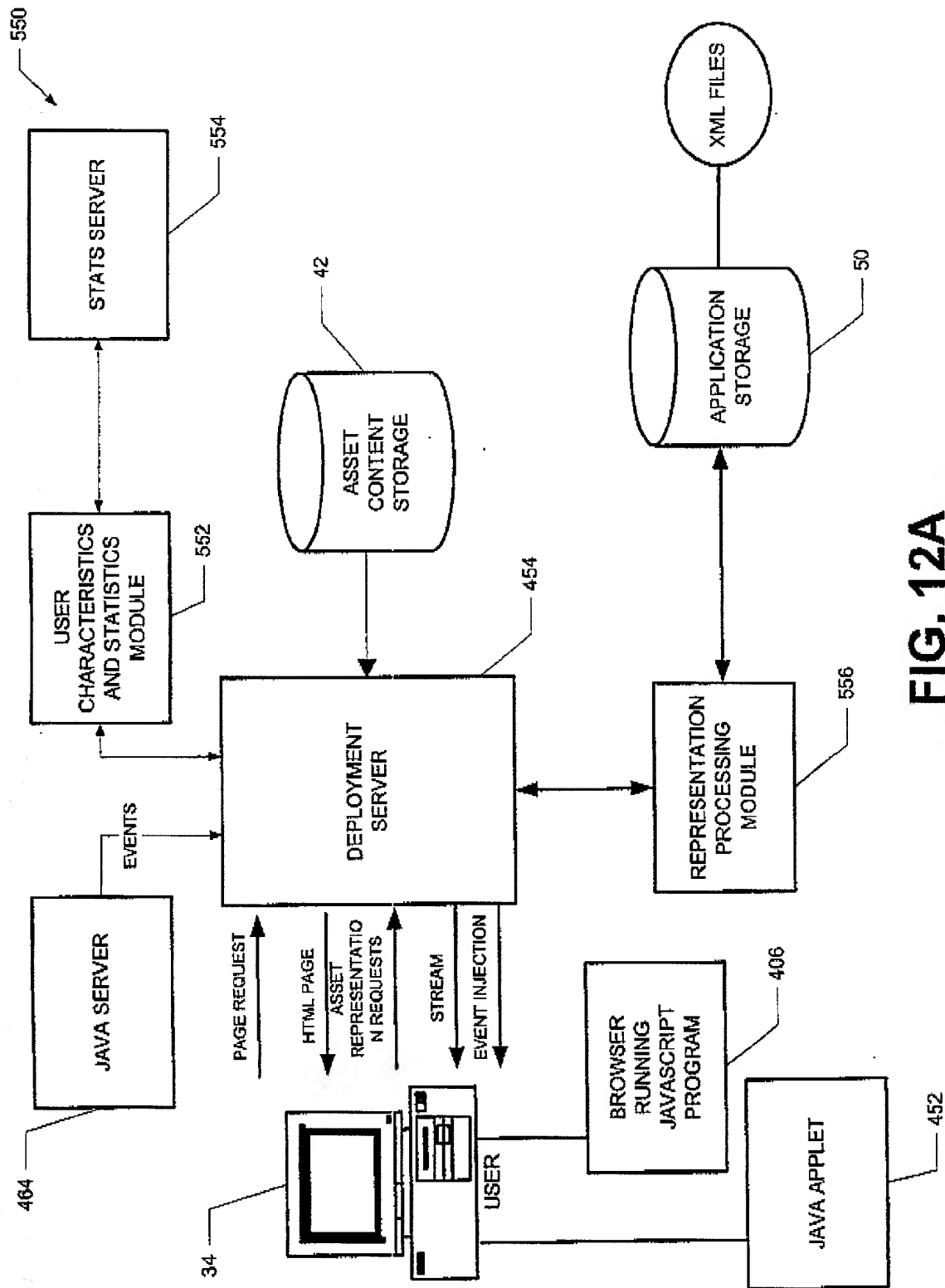
**FIG. 11A**



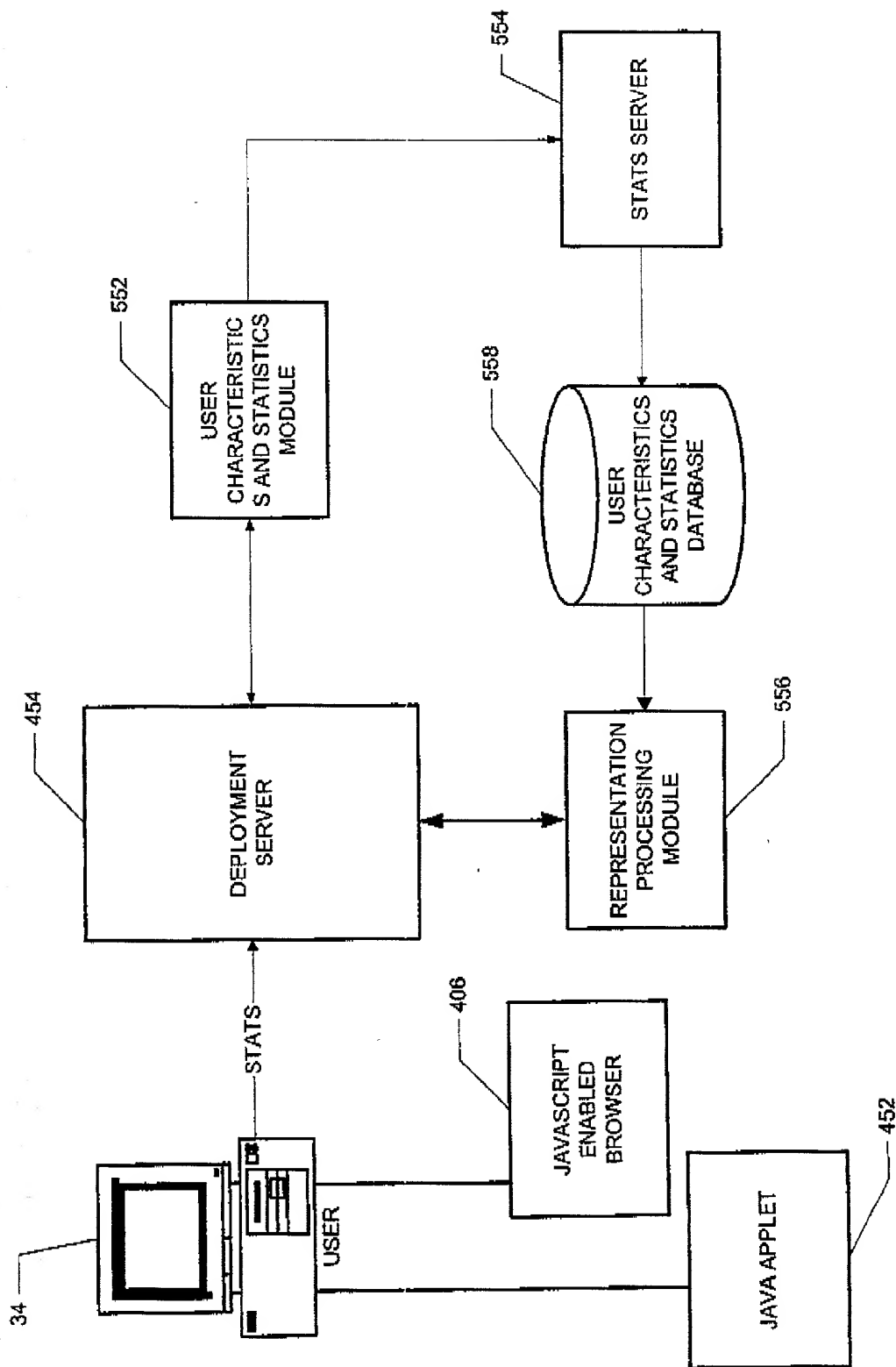
**FIG. 11B**



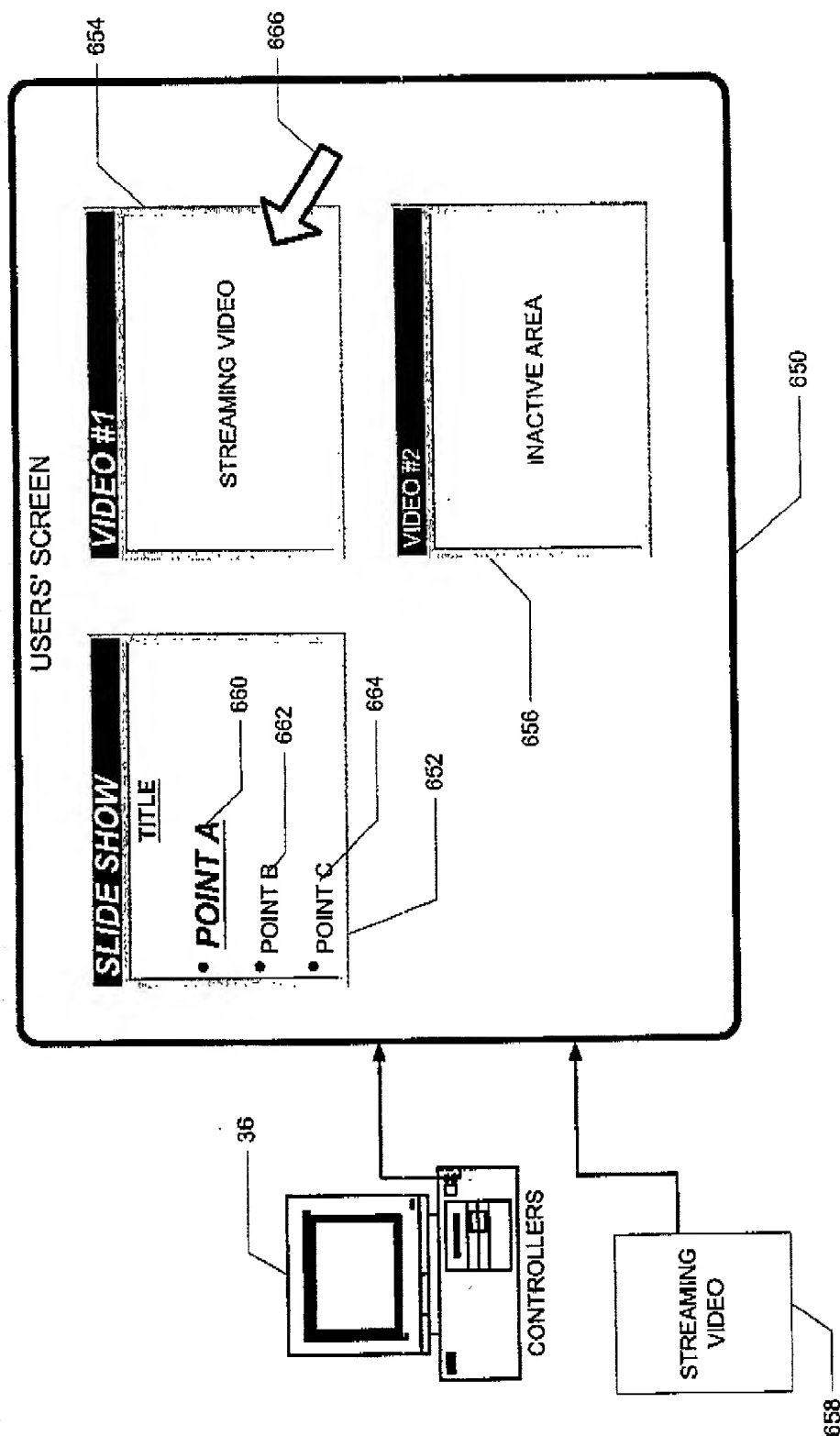
**FIG. 11C**



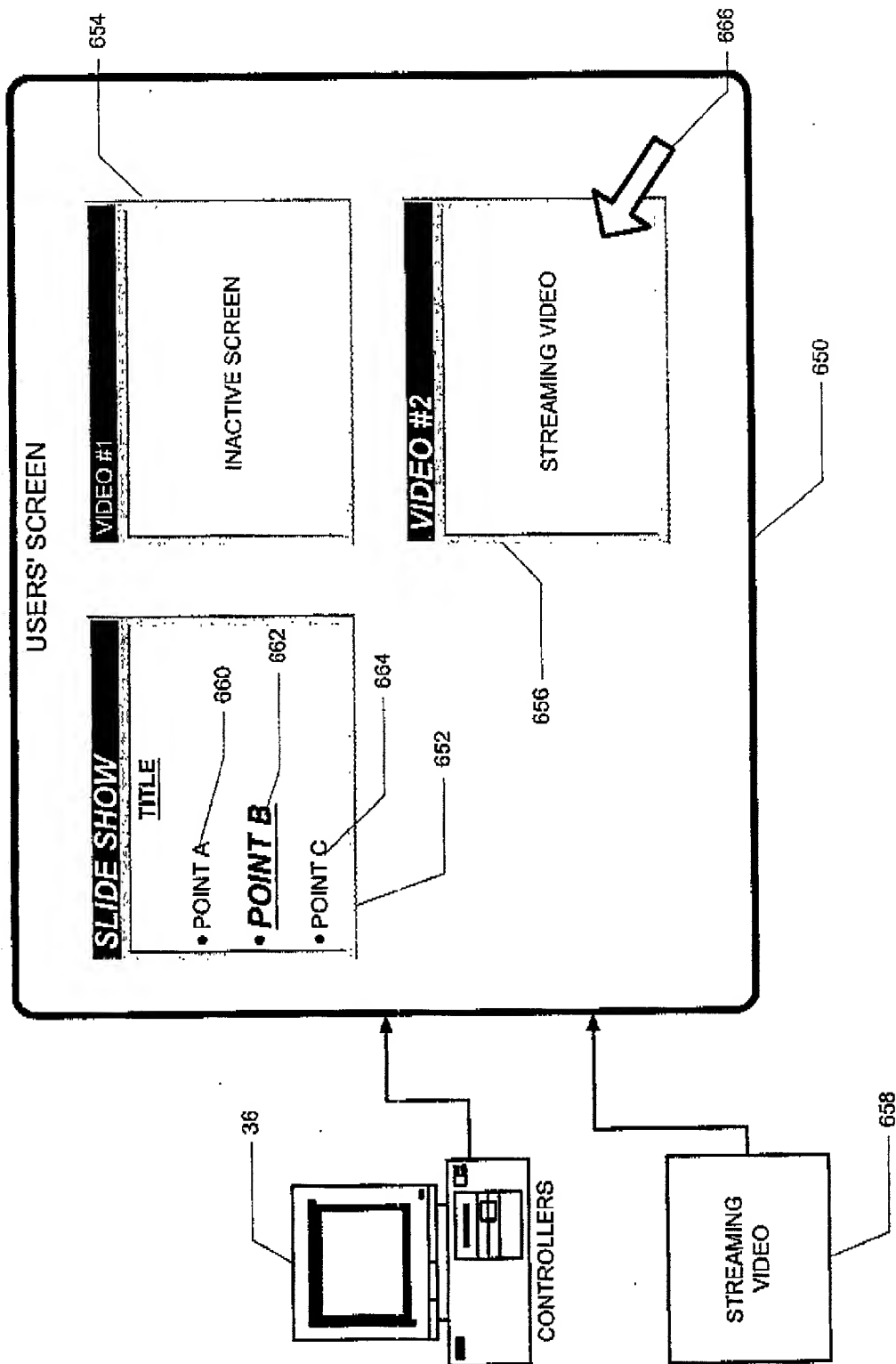
**FIG. 12A**



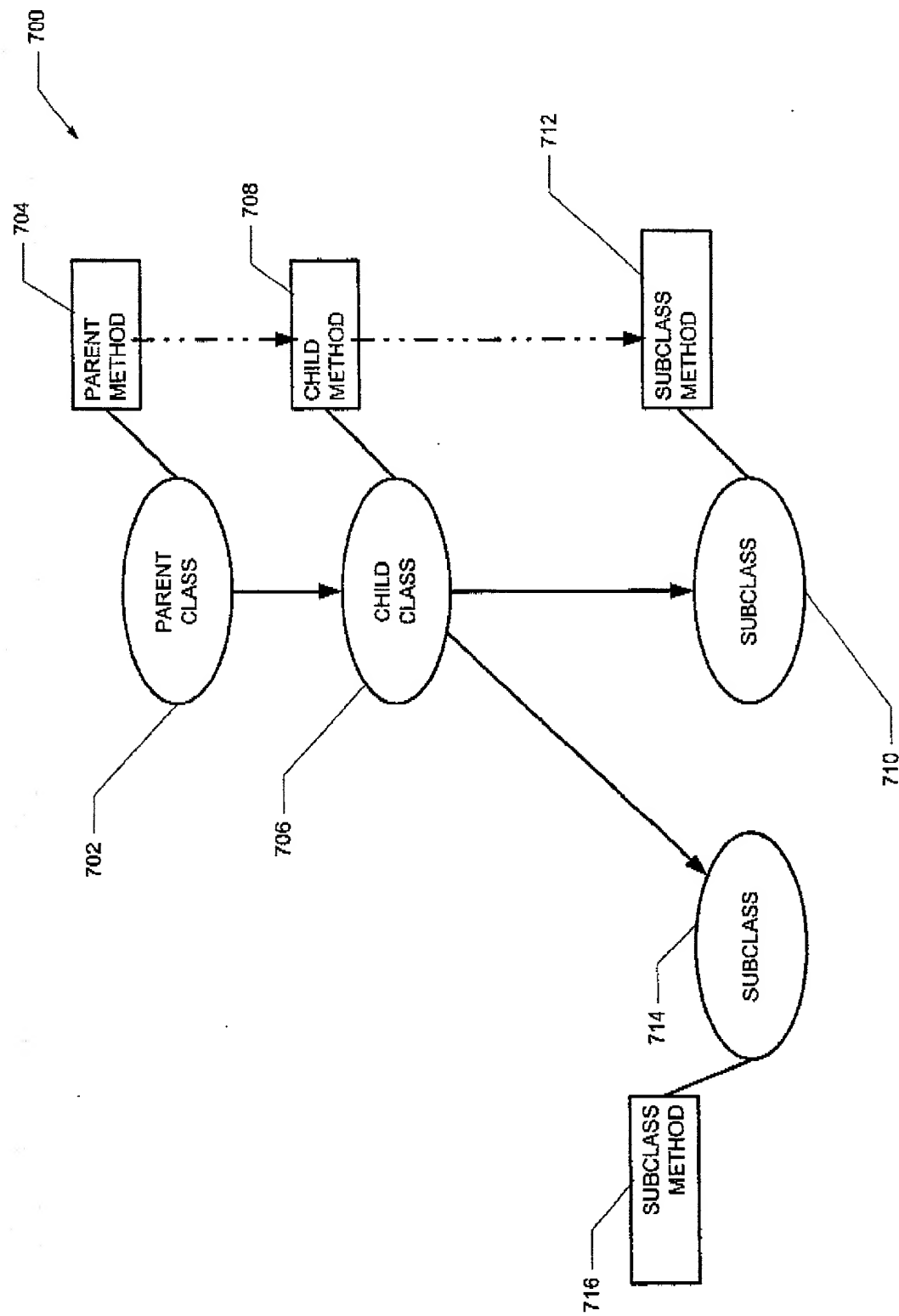
**FIG. 12B**



**FIG. 13A**



**FIG. 13B**



**FIG. 14**



800

<SCRIPT language=JavaScript>

```

//*****
//      When calling any function or property that is a member of a class, instead of
//      using this.func() or this.prop use this.stub.func() or this.stub.prop.
//      This allows classes derived from a base class to override any function or property calls.
//      When overriding a base class's function, (e.g. func() ), use this.superclass.func()
//      to call the base implementation
//*****
function Component(subClass)
{
    //*****
    //      this stub = subClass|this;
    //      this.superclass = null;
    //*****
    this.propertyList = new Array("Left", "Top", "Width", "Height");
    this.description = "Component";
    this.imageSrc = "";

    this.OnActivate = OnActivate;
    function OnActivate()
    {
        alert("Base Activate");
        this.stub.OnActivateProperties()
    }

    this.OnActivateProperties = OnActivateProperties;
    function OnActivateProperties()
    {
        alert("Base OnActivateProperties");
    }
}

```

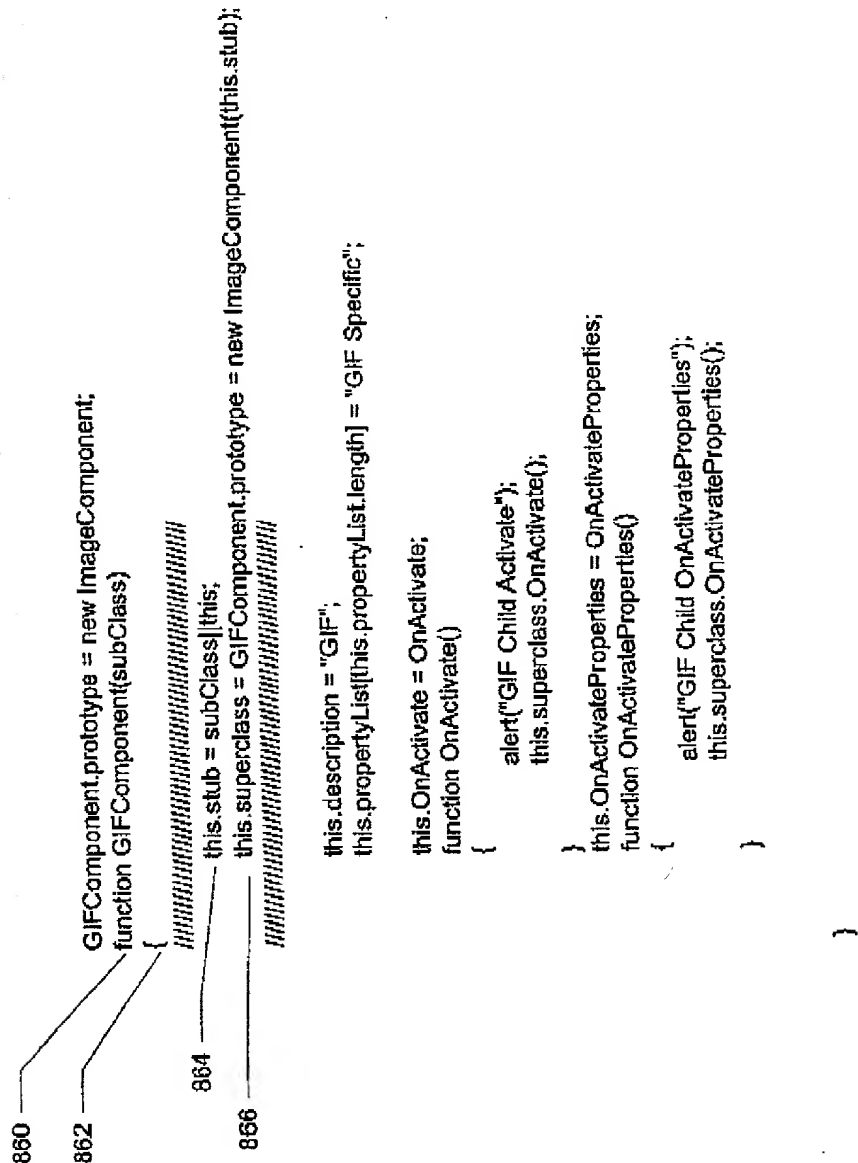
**FIG. 15A**

800

```
808 ImageComponent.prototype = new Component;  
810 function ImageComponent(subClass)  
812 {  
814     this.stub = subClass;this;  
    this.superclass = ImageComponent.prototype = new Component(this.stub);  
    this.description = "Image";  
    this.propertyList[this.propertyList.length] = "Image Specific";  
    this.OnActivate = OnActivate;  
    function OnActivate()  
    {  
        alert("Image Child Activate");  
        this.superclass.OnActivate()  
    }  
    this.OnActivateProperties = OnActivateProperties;  
    function OnActivateProperties()  
    {  
        alert("Image Child OnActivateProperties");  
        this.superclass.OnActivateProperties()  
    }  
}
```

**FIG. 15B**

800

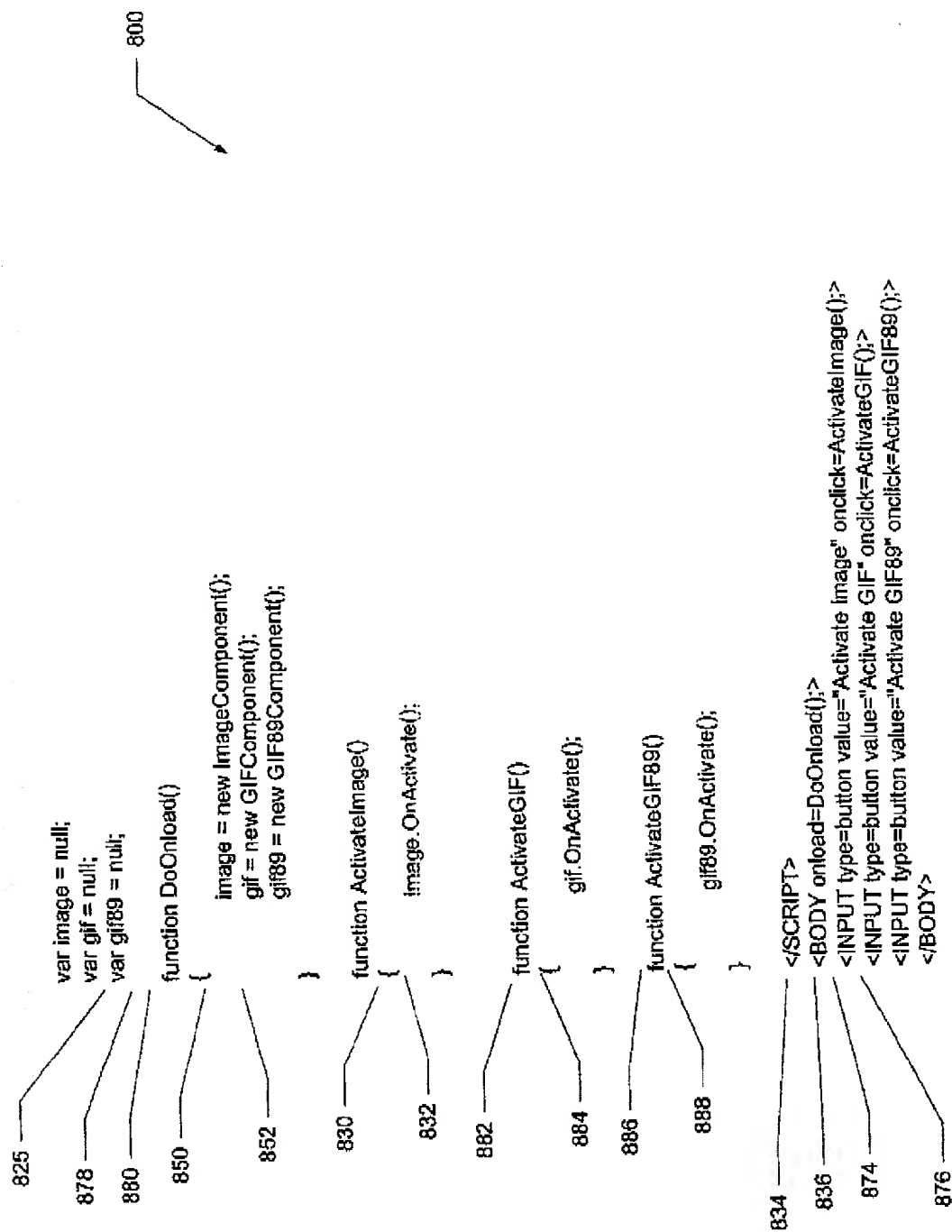


**FIG. 15C**

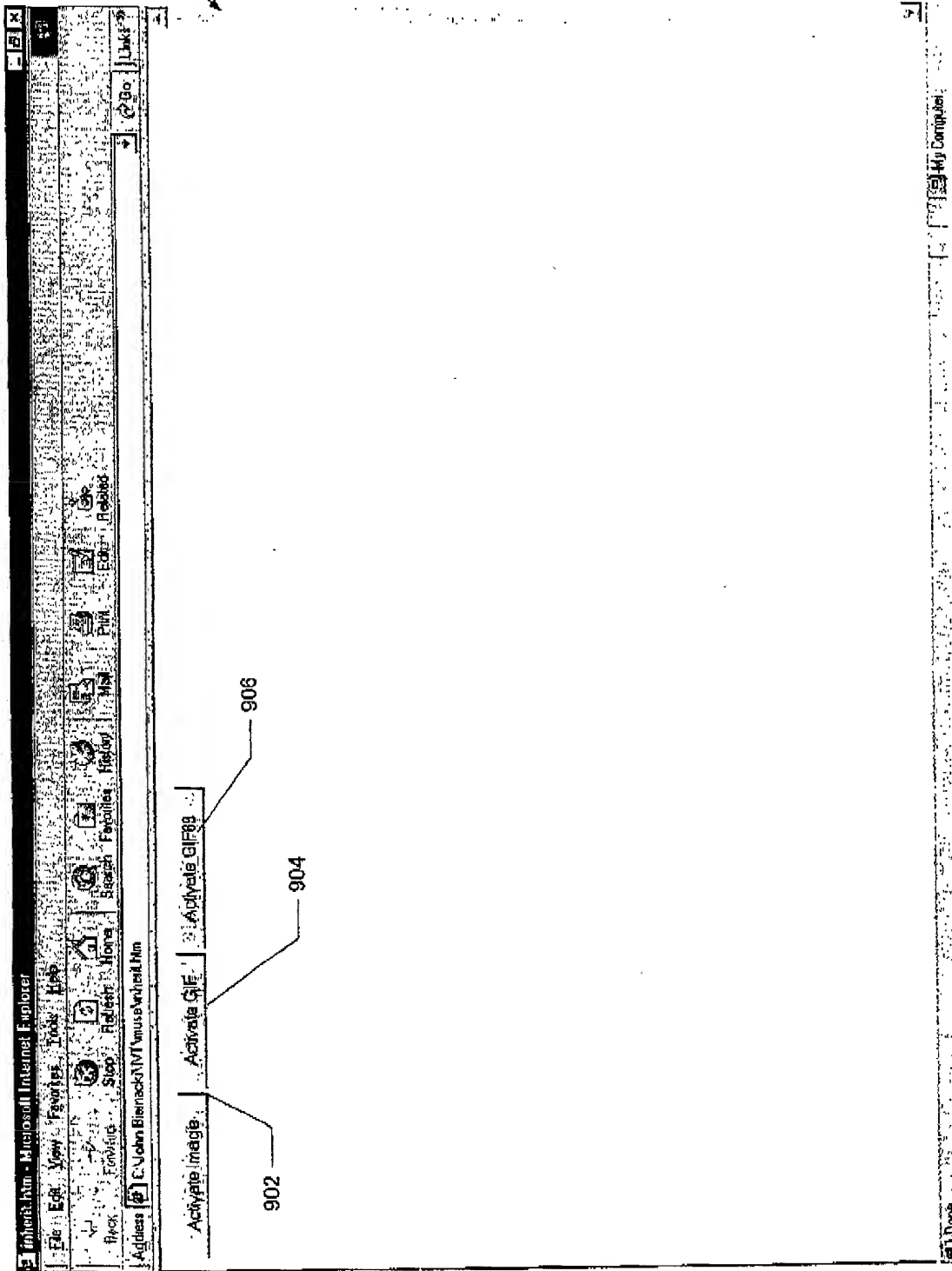
800

```
870 GIF89Component.prototype = new GIFComponent;  
    function GIF89Component(subClass)  
    {  
      ///////////////////////////////////////////////////  
      this.stub = subClass||this;  
      this.superclass = GIF89Component.prototype = new GIFComponent(this.stub);  
      ///////////////////////////////////////////////////  
  
      this.description = "GIF89";  
      this.propertyList[this.propertyList.length] = "GIF89 Specific";  
  
      this.OnActivate = OnActivate;  
      function OnActivate()  
      {  
        alert("GIF89 Child Activate");  
        this.superclass.OnActivate()  
      }  
      this.OnActivateProperties = OnActivateProperties;  
      function OnActivateProperties()  
      {  
        alert("GIF89 Child OnActivateProperties");  
        this.superclass.OnActivateProperties()  
      }  
    }  
  }
```

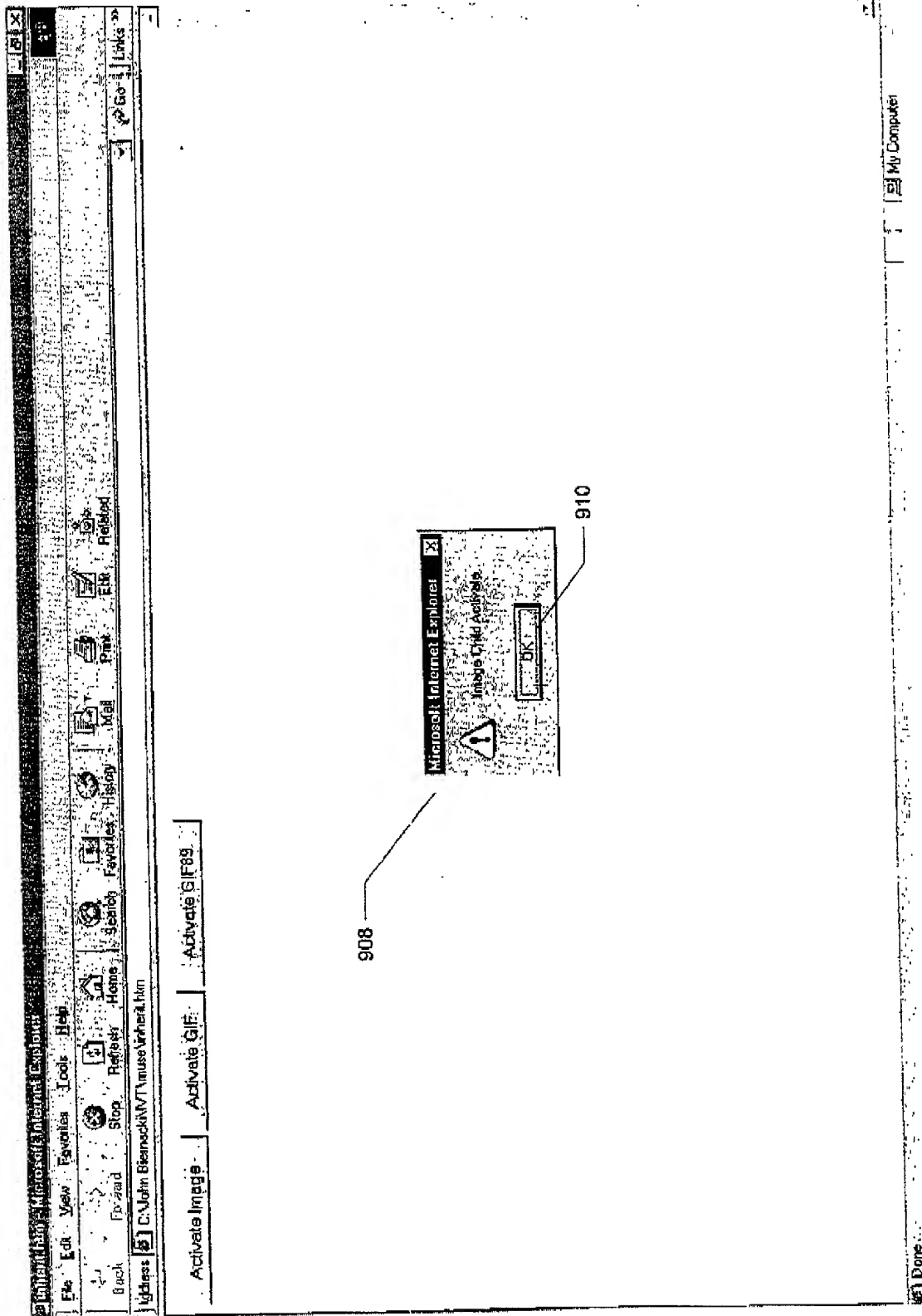
**FIG. 15D**



**FIG. 15E**



**FIG. 16A**

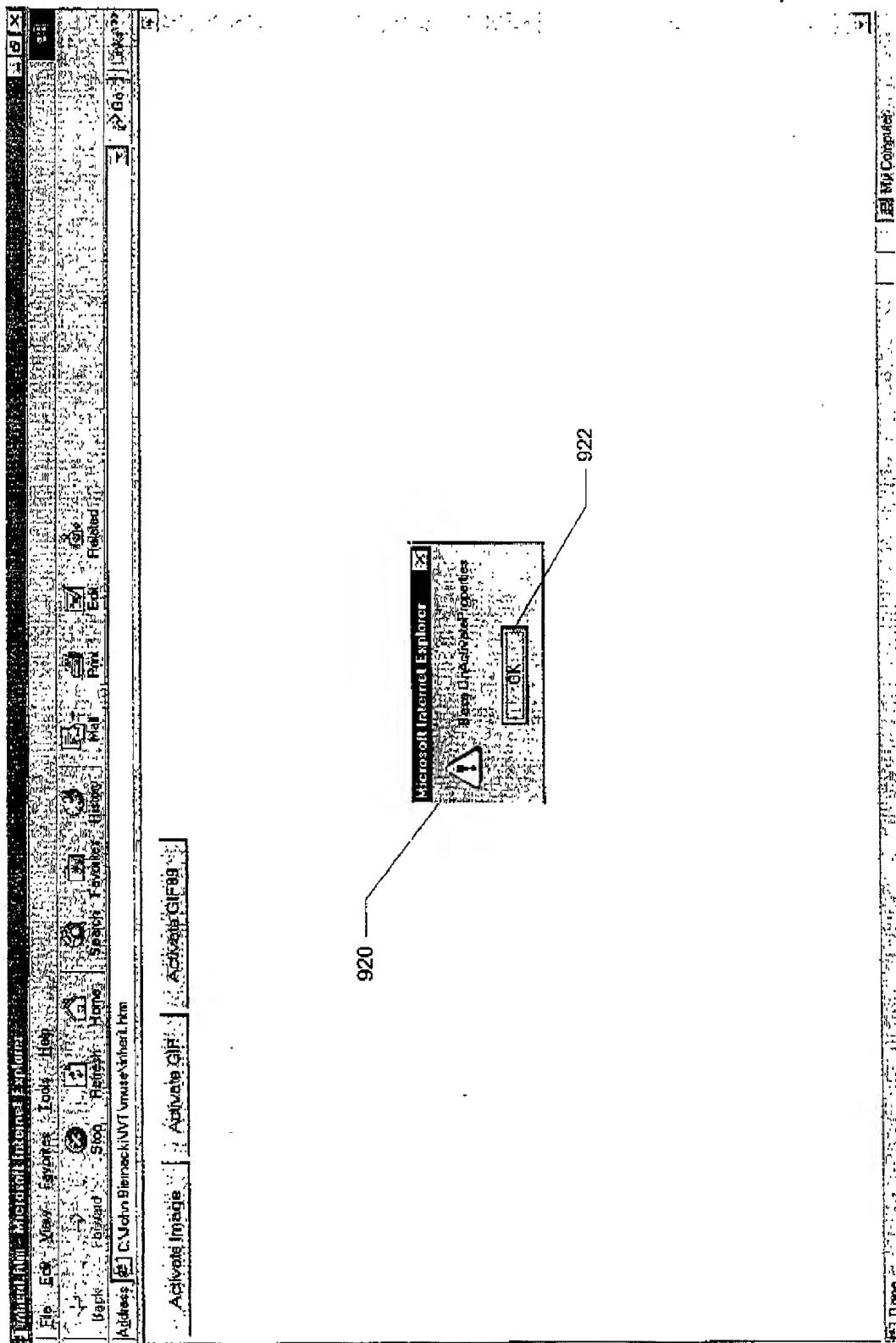


**FIG. 16B**

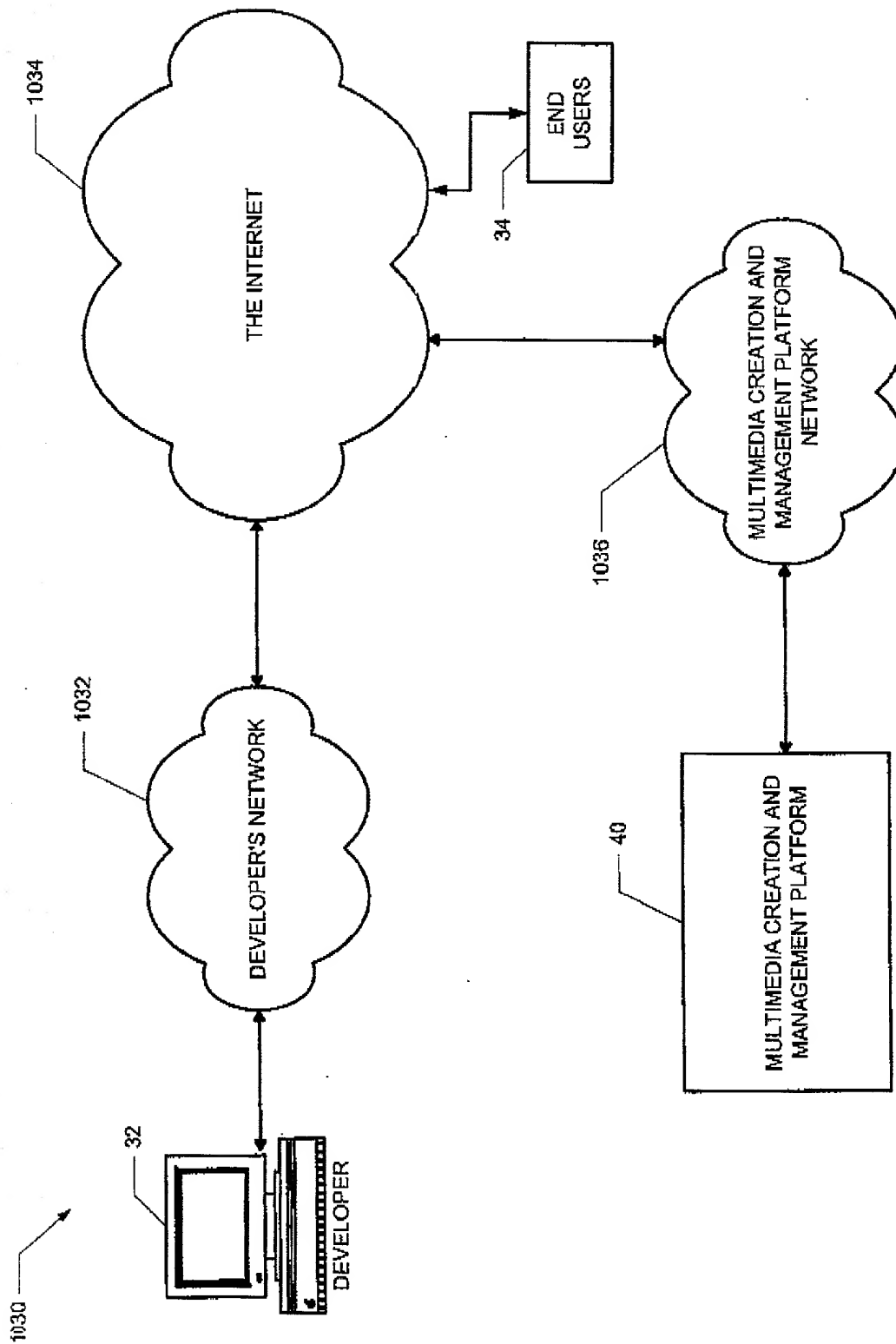




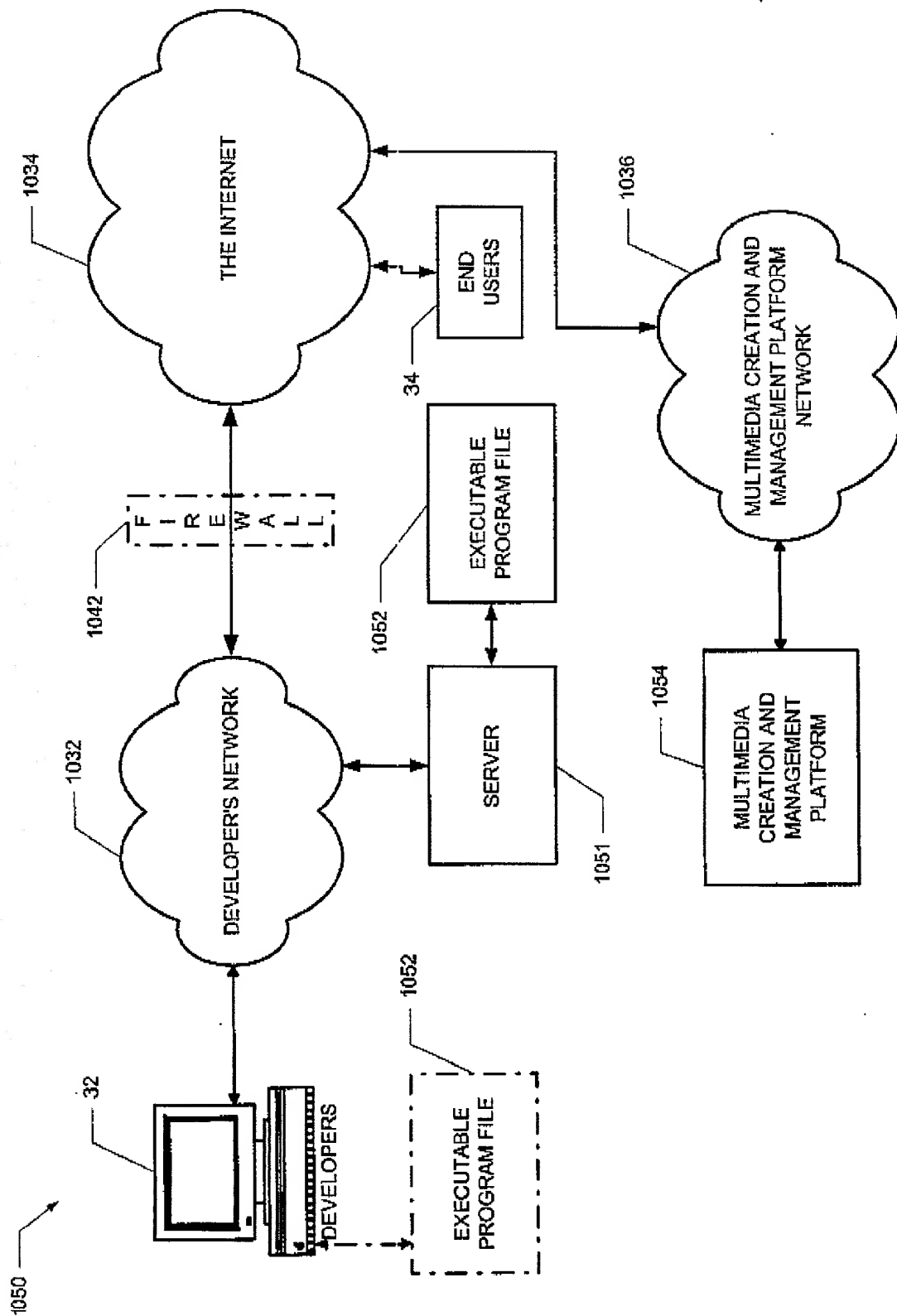




**FIG. 16E**



**FIG. 17A**



**FIG. 17B**